

AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims, in which claims 1, 3 though 7, 9 through 12, 15, 17, 19, 20, 22 through 30, and 32 have been amended.

1. (Currently Amended) An electronic gaming device, comprising:

at least one processor; and

at least one memory including computer program code,

the at least one memory and the computer program code configured to, with the at least one processor, cause the gaming device to perform at least the following,

receive and store contact information in a v-Card format transmitted from at least one other gaming device, the contact information comprising an identifier of a user thereof and information of multiplayer capable games supported by the at least one other gaming device;

display on a display of the electronic gaming device a list of multiplayer capable games supported by the electronic gaming device and the at least one other gaming device; and automatically generate and send to the at least one other gaming device a gaming request for playing a multiplayer game supported by both devices and selected from the list, the request comprising an invitation to play the multiplayer game supported by both devices.

a communication unit providing bi-directional communication with at least one other gaming device;

a memory to store contact information of at least one user of the at least one other gaming device, the contact information comprising an identifier of the one user and data about the multiplayer capable games supported by the at least one other device;

a user interface containing a display; and
a controlling unit connected to the memory and the communication unit, wherein the controlling unit is configured:
to generate a gaming request to the at least one other gaming device based on the stored contact information, the request containing an invitation to play a game supported by both devices; and
to display the contact information on the display.

2. (Canceled).

3. (Currently Amended) The electronic gaming device of claim 1, wherein the controlling unit is configured electronic gaming device is further caused to detect a selection of a game in the displayed contact information and to send the gaming request on the basis of the selection.

4. (Currently Amended) The electronic gaming device of claim 1, wherein the controlling unit is configured electronic gaming device is further caused to
[[to]] detect the reception of a gaming request;
[[to]] display the gaming request on the display; and
[[and]] to send a response to [[the]] a sender of the request.

5. (Currently Amended) The electronic gaming device of claim 4, wherein the controlling unit is configured electronic gaming device is further caused to start the game in the gaming device when sending a positive response to the sender of the request.

6. (Currently Amended) The electronic gaming device of claim 1, wherein the ~~controlling unit is configured~~ electronic gaming device is further caused to

set a timer when sending a gaming request with a predetermined timeout limit, and if a response to the request is not received within the timeout limit, ~~the controlling unit is configured~~ to display a message regarding the timeout on the display.

7. (Currently Amended) The electronic gaming device of claim 1, wherein the ~~device is configured~~ electronic gaming device is further caused to store information of sent and received gaming requests in an event log.

8. (Original) The electronic gaming device of claim 1, wherein the gaming request comprises information about a predetermined timeout limit during which a response is requested.

9. (Currently Amended) The electronic gaming device of claim 8, wherein the electronic gaming device is configured ~~further caused~~ to set a timer when a reception of a gaming request with a predetermined timeout limit has been detected, and[[,]]

if a response to the request is not sent within the timeout limit, ~~the controlling unit is configured~~ to send a negative response to the gaming request.

10. (Currently Amended) The electronic gaming device of claim 4, wherein the ~~controlling unit is configured~~ electronic gaming device is further caused to

set a game request block;

block a the reception of a gaming request[[s]] sent from a sending game device; and

send to the sending gaming device a message indicating that a receiving gaming device has an active gaming request block.

11. (Currently Amended) The electronic gaming device of claim 1, wherein the communication unit is configured electronic gaming device is further caused to communicate over a cellular radio system and the device is a mobile device.

12. (Currently Amended) The electronic gaming device of claim 1, wherein—the communication unit comprises further comprising an infrared transceiver, a short-range transceiver, or a transceiver configured to use wired connections.

13. - 14. (Canceled).

15. (Currently Amended) An electronic gaming device, comprising:
a first memory to store storing information about games currently supported by the device;
a communication [[unit]] transceiver providing bi-directional communication with other gaming devices;
a second memory to store storing contact information about at least one user of at least one other gaming device, the contact information comprising an identifier of the one user and information about the games supported by the at least one other device,
a controlling unit controller connected to the first and the second memory;
a user interface connected to the controlling unit controller, the interface comprising a display, wherein the controlling unit controller is configured

to display the stored contact information on the display; and
to generate a gaming request to the at least one other gaming device based on the stored contact information, the request comprising an invitation to play a game supported by both devices.

16. (Cancelled)

17. (Currently Amended) The electronic gaming device of claim 15, wherein the device comprises keys, the device-being controller is configured

to associate with at least one key a quick gaming number comprising an address of at least one user of another gaming device;

to interpret the key press of the key associated with the quick gaming number as dialing of the quick gaming number when the key is pressed according to a predetermined rule; and

to send a gaming request to the at least one other gaming device, the request comprising an invitation to play a game supported by both devices.

18. (Cancelled)

19. (Currently Amended) A method of initiating a multiplayer game, comprising:

receiving and storing at an electronic gaming device contact information in a v-Card format transmitted from at least one other gaming device, the contact information comprising an identifier of a user thereof and information of multiplayer capable games supported by the at least one other gaming device;

displaying on [[the]] a display of [[an]] the electronic gaming device contact information of at least one user of at least one other gaming device that is stored in the electronic gaming

device, the contact information comprising an identifier of the one user and information about the a list of multiplayer capable games supported by the electronic gaming device and the at least one other gaming device; and

automatically generating and sending to the at least one other gaming device a gaming request for playing a multiplayer game supported by both devices and selected from the list to the at least one other gaming device using the displayed contact information, the request comprising an invitation to play [[a]] the multiplayer game supported by both devices.

20. (Currently Amended) The method of claim 19, further comprising:

causing at least in part a key is pressed in a predetermined way thereby automatically showing the v-card of a predetermined electronic gaming device;
showing a list of the multiplayer capable games supported by the predetermined electronic gaming device, when a game link in the v-card is selected on the display; and
detecting a selection of a game in the displayed contact information and list thereby sending the gaming request on the basis of the selection.

21. (Original) The method of claim 19, wherein the gaming request is sent to a multitude of other gaming devices supporting the game.

22. (Currently Amended) The method of claim 19, further comprising: sending the gaming request using a messaging application, wherein the contact information comprises the list of multiplayer capable games supported by the electronic gaming device and the at least one other gaming device.

23. (Currently Amended) A computer-readable storage medium carrying one or more sequences of one or more instructions which, when executed by one or more processors, cause an apparatus to at least perform the following steps method of initiating a multiplayer game, comprising:

receiving and storing contact information in a v-Card format transmitted from at least one other gaming device, the contact information comprising an identifier of a user thereof and information of multiplayer capable games supported by the at least one other gaming device;

displaying on a display of the electronic gaming device a list of multiplayer capable games supported by the electronic gaming device and the at least one other gaming device; and automatically generating and sending to the at least one other gaming device a gaming request for playing a multiplayer game supported by both devices and selected from the list, the request comprising an invitation to play the multiplayer game supported by both devices.

displaying on the display of a first electronic gaming device contact information of at least one user of at least one other gaming device that is stored in the first electronic gaming device, the contact information comprising an identifier of the one user and information about the games supported by the at least one other gaming device; and

generating a gaming request to the at least one other gaming device using the displayed contact information, the request comprising an invitation to play a game supported by both devices.

24. (Currently Amended) The method of claim [[32]]19, further comprising:
setting a game request block;

blocking a ignoring the reception of a gaming request in the gaming device if the reception of gaming requests is blocked sent from a sending game device; and
sending to the sending gaming device a message indicating that a receiving gaming device
has an active gaming request block.

25. (Currently Amended) The method of claim [[32]]19, further comprising: storing information of sent and received gaming requests in an event log.

26. (Currently Amended) The method of claim [[32]]19, wherein the gaming request comprises information about a predetermined timeout limit during which a response is requested.

27. (Currently Amended) The method of claim [[32]]26, wherein, if a response to the gaming request is not received in the first device during the timeout limit, the game initiation is cancelled.

28. (Currently Amended) The method of claim [[32]]19, wherein the other device sets a timer when a reception of a gaming request with a predetermined timeout limit is detected and, if a response to the request is not sent within the timeout limit, the other device sends a negative response to the gaming request.

29. (Currently Amended) The electronic gaming device of claim 1, wherein the controlling unit is further configured electronic gaming device is further caused:
to receive a response to the gaming request from the other device; and

to start the game in a multiplayer mode in the device responsive to the positive response.

30. (Currently Amended) The electronic gaming device of claim 15, wherein the ~~controlling unit is further configured~~ electronic gaming device is further caused:

to receive a response to the gaming request from the other device; and

to start the game in a multiplayer mode in the device responsive to the positive response.

31. (Previously Presented) The method of claim 19, further comprising:

receiving a response to the gaming request from the other device; and

starting the game in a multiplayer mode in the gaming device responsive to receiving a positive response.

32. (Currently Amended) The method of claim [[23]]19, further comprising:

receiving [[the]] a gaming request ~~in the other gaming device;~~

sending a response to the gaming request ~~by the other gaming device;~~ and

starting the game in a multiplayer mode ~~in the other gaming~~ device if the response ~~is~~ [[was]]

positive; and

~~receiving the response to the gaming request in the first gaming device; and~~

~~starting the game in a multiplayer mode in the first gaming device responsive to receiving a positive response.~~